GAME BOY ADVANCE™

Disney·PIXAR

AGB-AMXP-UKV

MONSTERS, INC.

INSTRUCTION BOOKLET

THQ™

LICENSED BY

Nintendo®

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Game Boy Advance Game Pak conforms to:

- TOY Directive (88/378/EEC) EN50088, EN71 Part 1, 2, 3
- EMC Directive (89/336/EEC)

CE

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Disney·PIXAR

MONSTERS, INC.

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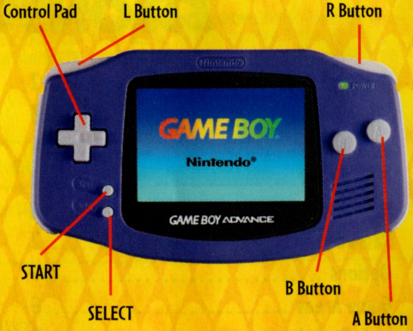
GETTING STARTED

1. Turn OFF the power switch on your Nintendo® Game Boy Advance™. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of Disney/Pixar's Monsters, Inc. into the slot on the Game Boy Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The title screens will appear (if you don't see them, begin again at step 1).
4. When the title screen appears, press START to proceed to the Main Menu. From there you can start a new game, continue, or configure the game via the Options Menu.


Control Pad
L Button
R Button
GAME BOY
Nintendo®
GAME BOY ADVANCE
START
SELECT
B Button
A Button

GAME CONTROLS

MAIN MENU

Control Pad ⇧/⇩	Menu Navigation
A Button	Yes, or “go forward”
B Button	No, or “go backward”

IN-GAME MODE

Control Pad	Walk, run, jump, creep, sledge, push objects, enter hub doors, climb
Control Pad ⇨ ⇨	Charge
A Button	Jump
B Button	Open doors
B Button (hold) + Control Pad	Creep
R Button	Roar attack
L Button	Laugh launcher attack
START	Pause/Un-pause
SELECT	Map Mode

MAP MODE

Control Pad	Scroll map up, down, left and right
A Button	Show collectible items
R Button	Return to main map
L Button	Map of another floor
SELECT	Return to In-game

DOOR PUZZLE

Control Pad	Move door piece up, down, left and right
A Button	Place door piece in puzzle
B Button	Change door pieces
R Button	Rotate door piece clockwise
L Button	Rotate door piece anticlockwise
SELECT	Return to In-game

INTRODUCTION

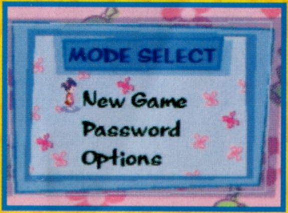
Sulley has accidentally let a little girl into the monster world! It's up to you to help Sulley get Boo (the nickname given to her by Sulley) back home safely. First, you have to travel undetected through Monstropolis, but watch out for the CDA (Child Detection Agency), they're on the lookout for any sign of humans.

Finding Boo's Door is a challenge, and Randall is not going to make things any easier. Randall has found out that Sulley has Boo and has shredded Boo's door back home!

Sulley must find the missing pieces to Boo's door and put it back together. Be careful! Randall will stop at nothing to expose Sulley and his henchmen might be waiting on the other side of Boo's door. Battle them all before you can return Boo safely to her home.

MAIN MENU

Press **START** from the Introductory Screen to bring up the Main Menu. There you can choose from three options.



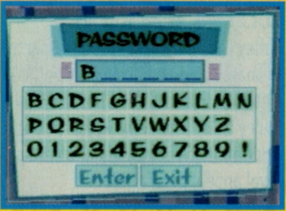
New Game	Start a new adventure.
Password	Enter your password so you can pick up where you left your last game.
Options	Customise the way you play Disney/Pixar's Monsters, Inc.

NEW GAME

After selecting New Game, you will then have the choice of selecting the difficulty level - **Easy**, **Medium**, or **Hard**. New players should start the game out on Easy and work their way up to more difficult levels. Then watch the screens that setup the storyline and get ready for your first adventure on the quest for the door pieces.

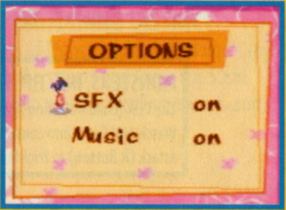
PASSWORD

From the Password Menu, you can enter six characters. When you complete a level, the game will give you a password. Write it down so you can pick up the game from the same spot the next time you want to play.


PASSWORD
B
BCDFGHJKLMN
PQRSTVWXYZ
0123456789!
Enter
Exit

OPTIONS

From the Options Menu, you can turn on / off the sound effects and music heard in the game. Use the **Control Pad** to select between the two options and the **A Button** to toggle the corresponding setting.

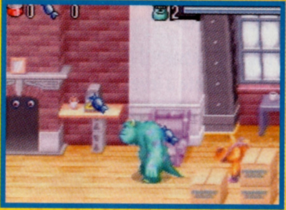


SFX on
Music on

GAME AREAS

SULLEY'S APARTMENT

Sulley must navigate through apartment interiors and hallways in search of pieces to Boo's door. Watch out for the Child Detection Agency (CDA) as they try to stop you on your quest. Sulley must search for keys, look under beds and creep past opponents. When Sulley finds the pieces to Boo's door, the Puzzle level appears.

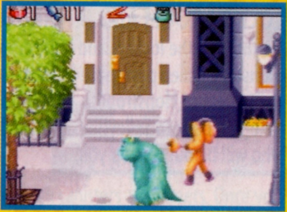


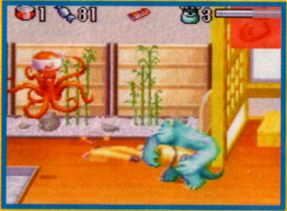
MONSTERS, INC. TIP: THE CDA

The CDA (Child Detection Agency) is out to stop Sulley in his quest to get Boo back to her room. Watch out! Come into contact with the CDA and Sulley's health will drain away. Use the Roar Attack (**R Button**) to frighten the CDA or the Laugh Cannon (**L Button**) to stun them.

MONSTROPOLIS STREETS

Sulley must now travel by rooftop to access rooms and travel the streets. The player has many CDA Agents to avoid and pools of electrified water. On this level, collect Boo's teddy bear and door pieces. When Sulley finds the pieces to Boo's door, the Puzzle level appears.



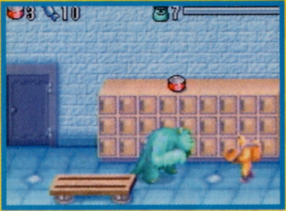


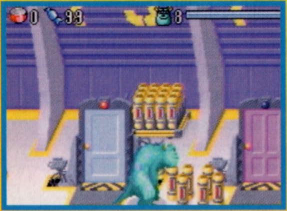
MONSTROPOLIS SHOPPING/DINING DISTRICT

Sulley travels down the streets of Monstropolis to find Boo's toy and door pieces. Get through the streets and enter the Sushi restaurant. Watch out for hidden monsters, rolling barrels and Sushi chefs.

LOCKER ROOM AND BATHROOM

Go through the lockers and bathrooms, but beware of hiding monsters. Creep past these hidden enemies and locate keys on the streets of Monstropolis at night. The goal on this level is to take Boo back to Sulley's apartment. Watch out for CDA Agents who will be out to stop you.



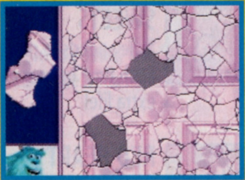


DOOR VAULT

CDA Agents are everywhere. Get through the door vault and find Boo's door. Can you find the pieces to Boo's door?

BONUS LEVELS

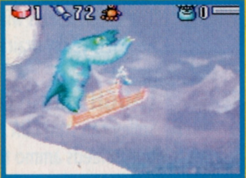
DOOR PIECE PUZZLES



This is a jigsaw puzzle where the player uses the controls to piece together the door pieces they have found in order to build Boo's door. Successful completion of this game will unlock the area's boss monster level.

SKIING THE HIMALAYAS

This bonus game is a fun way to gather extra points, health, laugh canisters and sweets. Once you have gone through the Bonus level door, Sulley will appear on one of five snow vehicles. Sulley will ride each vehicle down a snow-covered mountain, gathering as many items as he can.



In Area A, Sulley only has access to the homemade sledge. However, each area has a collectible vehicle. If the player enters the level after collecting that vehicle, Sulley will ride the new vehicle down the hill. If you haven't collected the vehicle yet, Sulley will ride down the hill on the homemade sledge. You can only go through a bonus level door once per area, so you'll want to wait until after you have picked up the vehicle to go through it. The vehicles found in each area get progressively faster and faster, allowing you to cover more ground and collect more items.

ITEMS

SWEETS

Sulley needs to pick up these delightful bits of sugar to perform his Roar Attack (R Button). Each time he roars he'll use up one sweet. If you can grab 100 of them, you will earn an extra life!

RED HEART

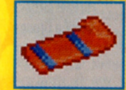
Grab a red heart to restore a portion of Sulley's Health. These are a great way to rebuild after battling CDA Agents.

GREEN HEART

The green hearts will fully restore Sulley's health, so be on the lookout for these when your health is really drained.

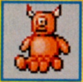
LAUGH CANNISTER

Sulley can stun CDA Agents or get rid of other monsters by using his Laugh Cannon (L Button), but it needs ammo to work - Laugh Canisters. The canisters are bulky though, and Sulley can only carry three of them at a time.



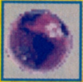
SNOW EQUIPMENT

As you travel through the levels looking for the pieces to Boo's door, Sulley will find different kinds of snow equipment. These pickups can be used in the bonus levels as you try to collect as much cool bonus stuff as you can find.



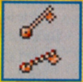
TEDDY BEAR

Mike has lost "Little Mikey" and Sulley can find him in each level. If you bring him back to Boo she'll reward you with sweets and laugh canisters - so find that bear!



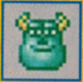
PURPLE GLOBE

You will find a random item inside each purple globe.



KEYS

Open locked doors with each key.



EXTRA LIFE

Find this icon for a free life.

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FOR GAME TIPS ON OUR PRODUCTS
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*Calls cost 75p per minute at all times.
(Callers must have parental permission or the permission of the bill payer before dialling).

Consumer Information and Precaution

READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING – BATTERY PRECAUTIONS

FAILURE TO FOLLOW THE FOLLOWING INSTRUCTIONS MAY CAUSE THE BATTERIES TO MAKE "POPPING" SOUNDS AND LEAK BATTERY ACID RESULTING IN PERSONAL INJURY AND DAMAGE TO YOUR GAME BOY ADVANCE OR ACCESSORY. IF BATTERY LEAKAGE OCCURS, THOROUGHLY WASH THE AFFECTED SKIN AND CLOTHES. KEEP BATTERY ACID AWAY FROM YOUR EYES AND MOUTH. CONTACT THE BATTERY MANUFACTURER FOR FURTHER INFORMATION.

1. For Game Boy Advance use only alkaline batteries. Do not use carbon zinc or any other non-alkaline batteries.
2. Do not mix used and new batteries (replace all batteries at the same time).
3. Do not put the batteries in backwards (positive [+] and negative [–] ends must face the proper direction). The supply terminals are not to be short-circuited.
4. Do not leave used batteries in the Game Boy Advance.
5. Do not mix battery types (do not mix alkaline and carbon zinc batteries or mix different brands of batteries). Use only batteries of the same or equivalent type as recommended.
6. Do not leave batteries in the Game Boy Advance or accessory for long periods of non-use.
7. Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy Advance, always slide the power switch OFF.
8. Do not dispose of batteries in a fire.
9. Do not use rechargeable type batteries such as nickel cadmium. Non rechargeable batteries are not to be recharged.
10. Do not use a battery if the plastic cover has been torn or compromised in anyway.
11. Do not insert or remove batteries while the power is ON.
12. GENERAL NOTE: Rechargeable batteries are to be removed before charging. Rechargeable batteries are only to be recharged under adult supervision.

⚠ WARNING – REPETITIVE STRAIN

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - SEIZURE

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. STOP PLAYING IMMEDIATELY and consult a doctor if you or your child have any of the following symptoms: Convulsions, Eye or muscle twitching, Loss of awareness, Altered vision, Involuntary movements, Disorientation.

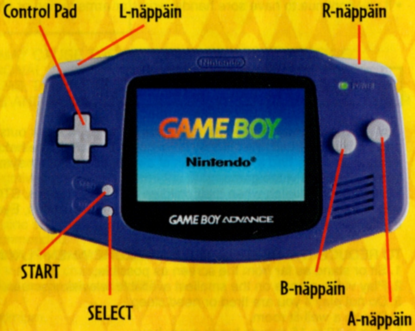
TO REDUCE THE LIKELIHOOD OF A SEIZURE WHEN PLAYING VIDEO GAMES:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

QUICKSTART SUOMEKSI

ALOITTAMINEN

1. Napsauta POWER-kytkin OFF-asentoon Nintendo® Game Boy Advance™: sta. Älä koskaan laita peliä paikalleen tai pois virran ollessa päällä.
2. Aseta Disney/Pixar's Monsters, Inc. -peli Game Boy Advance™: n koloon kiinni. Paina pelipalikka lujasti kiinni, jotta se lukittuu varmasti paikalleen.
3. Napsauta POWER-kytkin kohtaan ON. Aloituskuvat tulevat näkyviin (jos eivät tule, aloita uudelleen kohdasta 1).
4. Kun aloituskuva tulee näkyviin, paina START, jolloin pääset päävalikkoon. Täältä voit aloittaa uuden pelin, jatkaa jo aloitettua tai muuttaa pelin asetuksia asetusvalikosta.


Control Pad
L-näppäin
R-näppäin
GAME BOY
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GAME BOY ADVANCE
START
SELECT
B-näppäin
A-näppäin

PELIN OHJAUSNAPIT

MAIN MENU

Control Pad ⇧/⇩	Liikkuminen valikossa
A-näppäin	Kyllä, tai "mene eteenpäin"
B-näppäin	Ei, tai "mene takaisin"

OHJAAMINEN PELATESSA

Control Pad	Kävele, juokse, hyppää, ryntää, hiivi, liu'u, työnnä esineitä, kulje ovista, kiipeä
Control Pad ⇨ ⇨	Ryntää
A-näppäin	Hyppää
B-näppäin	Avaa ovia
B-näppäin (pidä pohjassa) + PAD-ohjain	Hiivi
R-näppäin	Karjuntahyökkäys
L-näppäin	Naurunlaukaisuhyökkäysk
START	Tauko / Jatkuu
SELECT	Karttatila

KARTTATILA

Control Pad	Vieritä karttaa ylös, alas, vasemmalle ja oikealle
A-näppäin	Näytä kerättävät esineets
R-näppäin	Palaa pääkarttaan
L-näppäin	Kartta jostain toisesta kerroksesta
SELECT	Palaa itse peliin

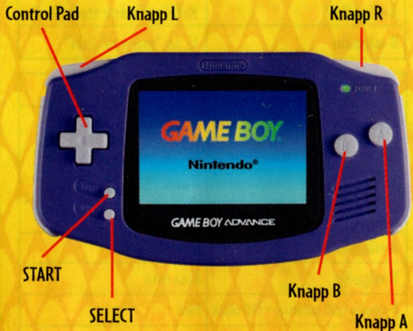
OVI-PALAPELI

Control Pad	Siirrä ovenpalanen ylös, alas, vasemmalle ja oikealle
A-näppäin	Aseta ovenpalanen palapeliin
B-näppäin	Vaihda ovenpalasia
R-näppäin	Kierrätä ovenpalasia myötäpäivään
L-näppäin	Kierrätä ovenpalasia vastapäivään
SELECT	Palaa itse peliin

QUICKSTART PÅ SVENSKA

KOMMA IGÅNG

1. Stäng AV strömbrytaren på ditt Nintendo® Game Boy Advance™. Sätt aldrig in eller ta ut ett Game Pak när strömmen är på.
2. Sätt in Disney/Pixar's Monsters, Inc. i ditt Game Boy Advance™. Tryck ordentligt för att låsa fast ditt Game Pak.
3. Slå PÅ strömbrytaren. Titelfönstrena visas (om du inte ser dem får du börja om vid steg 1).
4. När titelfönstret visas trycker du på START för att gå vidare till huvudmenyn. Därifrån kan du starta ett nytt spel, fortsätta eller konfigurera spelet via alternativmenyn.


Control Pad
Knapp L
Knapp R
GAME BOY
Nintendo®
GAME BOY ADVANCE
START
SELECT
Knapp B
Knapp A

SPELKONTROLLER

HUVUDMENY

Control Pad ⇧/⇩	Menynavigering
Knapp A	Ja eller "gå framåt"
Knapp B	Nej eller "gå bakåt"

I SPELET

Control Pad	Gå, springa, hoppa, ladda, kräla, åka kälke, flytta föremål, gå in genom dörrar, klättra
Control Pad ⇨ ⇨	Ladda
Knapp A	Hoppa
Knapp B	Öppna dörrar
Knapp B (håll ned) + spelkontroll	Kräla
Knapp R	Tjutande anfall
Knapp L	Skrattanfall
START	Göra paus/återgå
SELECT	Kartläge

KARTLÄGE

Control Pad	Rulla kartan uppåt, nedåt, åt vänster och höger
Knapp A	Visa föremål som går att samla på
Knapp R	Återgå till huvudkarta
Knapp L	Karta över annan våning
SELECT	Återgå till spelet

DÖRRPUSSEL

Control Pad	Flytta dörrbit uppåt, nedåt, åt vänster och höger
Knapp A	Lägga dörrbit i pussel
Knapp B	Byta dörrbitar
Knapp R	Vrida dörrbit medurs
Knapp L	Vrida dörrbit moturs
SELECT	Återgå till spelet

ALSO AVAILABLE

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Disney INTERACTIVE

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